
Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [Jaspah](#) on Sat, 13 Aug 2005 00:19:50 GMT
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Lijitsu wrote on Fri, 12 August 2005 19:20: Better yet, just stick to the normal TS game, and cut Credit income in half, and disable the Obelisk of Light, and the... Whatever the hell GDI's main base defense building is. Since the Nod Laser never shuts off unless you tell it to, it should always remain active. As for GDI's lack of buildings that always stay on, improvise. Give them a friggen Pill Box, like the one from Renegade Alert.

Umm, both the vulcan cannon and the RPG launcher stay on when the power is off...
